

Just a simple fanatic...

Today's mail - FOUR more magazines! I can't take it. We've just been here 3 months, and already we've gained 8 cubic feet of processed trees to 'enlighten' us. My feeble brain can't remember what I did last night (don't tell me), let alone keep track of today's (yesterday's) newest software or hardware. But what can be done? ESCAPE! So on Tuesday, May 24th, I was in line to see the very first showing of the Jedi movie at 12:01 AM May 25th. Was it worth it? Yep...



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June 1983

Filename	English Translation	PMODE	PCLEAR	Locations
				CTR-80 CCR-81
GUTSCOV	Guts Cover	3	4	7/145 5/121
BOUNBABY	Bouncing Baby	1	2	32/162 21/141
MATHINS	Mathvaders Instructions	(2)	(4)	47/174 32/155
MATHVADE	Mathvaders	3	(4)	65/188 47/173
KEEPLIST	KeepList	0	1	84/203 62/193
ZAPEM	Zap'em	1	2	104/219 81/215
REVERSE	Screen Reverse	(2)	(4)	128/237 103/244
FILECOPY	File Copy (disk)	(2)	(4)	135/244 111/256

Locations are for the R/S recorders. If the first copy of a program won't load, try the second. If neither copy loads, return the tape for disciplining and a prompt replacement. If you get an OM, FC, or SN error while loading or running a program, you probably have to enter the PMODE and PCLEAR values for the program directly from the keyboard (values in parenthesis are not set in the program). * These programs may use high speed. Be sure that the computer is slowed down again before doing I/O to tape or disk (POKE 65494,0). Subscribers - The month on the mail label is the last month of your subscription. If you have a cassette subscription, the number next to the month is the amount it would cost to convert the rest of your subscription to the disk version (\$4.20 per issue for 6 or less months, \$3.75 per issue if more than 6 months).

Hand me a knife - better yet, a screwdriver. See the flow of electron juices graphically course through CoCo's insides in Guts Cover (by Douglas R. Bell).

Just a bit warped... Catch the babies and bounce them to safety as they are accidentally thrown out of the highrise ("Honestly, officer, I thought he could fly...") in Bouncing Baby (by Bruce Tate). Use the joystick to move your buggy.

Arithmetic attack! In Mathvaders (by Charles Santee), ships with math problems on them move down the screen. You must answer the problem correctly and THEN shoot 'em to score a hit. Run Mathvaders Instructions for a complete overview of the program (and note the neat music playing in the background - a nice touch).

Keeping track - Here's KeepList (by, you guessed it, Edwin P. Meiners) to help you with your shopping. You can type in all of the items you would ever shop for, select from that list the ones you need on any particular supermarket run and print them, update the list at any time, save the list to tape or disk, etc. Here's an overview of the menu options (use the arrow keys and the <enter> key to select a menu item:

Load File - Get a list previously saved on tape or disk into memory.

Save File - Save a list for the future on tape or disk.

Clear Select Flags - Reset all of the items on your list to Not Needed.

Enter Prices - Update the prices on the items you just shopped for.

Update and List File - Change or add items to the list. If you are asked for the name

of an item in the file, you can hit <enter> to see all of the items (one at a time). If a name (or partial name) is typed in, all of the items containing that name are listed. When an item is located, you can choose from a submenu:

A - Add items to the file.

C - Change information in the current item (hit <enter> to not change the specified information).

D - Delete the current item from the file.

S - Select the current item for the next shopping spree.

U - Unselect the item (not needed at this time).

L - List the file to a printer (all items or just selected items).

Left Arrow - Move back in the file.

Right Arrow - Move forward in the file.

Up Arrow - Return to main menu.

Sort File - Sorts the file by item and brand name.

Exit - Leave the program. You can reenter the program after a normal exit with CONT<enter> or at any time with GOTO60<enter> without losing the data in memory.

Reminds me of Raid... Zap'em (by Mario Guzzi) pits you against aliens attacking from four sides. You use the arrow keys to turn your ship and the spacebar to fire. Beware of the bonus ship! It is hard to hit and deadly! Note: If you only have 16k, you must type PCLEAR2<enter> from the keyboard before loading Zap'em.

Add a little black to your life - Use Screen Reverse (by Daniel Hamilton). This BASIC program loads and protects a little routine in the top of memory that changes the background color from green to black every time characters are printed on the screen. After the program is run, the program itself is deleted and two EXEC addresses are printed on the screen. Note these addresses so that by simply typing EXEC address<enter> you can change the background color back to green (and then back to black again if you're undecided).

For you disk users - File Copy (by our inhouse screwball, Tommy Toad) was written because all too often we've tried to do a BACKUP and we've gotten an I/O error. It could have been that only one program was bad on the source disk, or even a blank track was bad, but the backup was aborted anyway. Now, with File Copy, the programs on the source disk are copied to the destination disk one at a time. This way the whole disk gets backed up and the bad track ignored or the bad program pinpointed. If just one program is bad, it can be deleted and the rest of the programs on the source disk can be copied onto the backup disk.

There is another feature to File Copy: If you have a favorite disk that you use a lot (SAving files, KILLing files, EDITing files, etc.), after a while the disk begins to look like a patchwork quilt with pieces of programs strung all over the disk. This is not a problem except that whenever you wish to load a program, it takes longer since the disk head has to run all over the disk to locate the whole program. However, copying the files one at a time onto a blank disk (as File Copy does) puts the programs linearly on the new disk. Now the disk head only has to run to the beginning of the program and from then on the reading is quick and easy.

File Copy copy: If you have a file on the destination disk with the same filename as one on the source disk, you will get an AE (already exists) error. If you only have one drive, just give the same drive number in answer to the 'FROM' and 'TO' questions, and be ready to swap disks a lot.

Speaking of disks...

I thought I was clear (I always THINK I am clear) on our new Disk Version last month, but from the letters we got, some of you are afraid that I won't give cassette to disk conversion fixes in these sheets. WRONG! Let me assure you disk users that there will be NO changes in the way we do things here just because we offer Chromasette on disk also. However, the disk version does have a beautiful menu program that will allow you to run nearly EVERY program with just a touch of a key. And sometimes we have to

Jump through some pretty tricky hoops to get a program to run on disk, with the jumps just too extensive or wierd to include in these sheets (ie: we now have Space Ace on the June 1982 disk).

Along those lines, the disk fix mentioned last month for April's Astroblast had an error in step 4. It should have said to change the &H10 to &H18 and the &H12 to &H1A in line 100.

Lost in a maze...

We did a few modifications to last month's Maze program so that it would run on both disk and cassette. But in doing so, we made it bomb if you tried to play again. OOPS! The author, Andrew Pakerski, kindly sent us a fix:

150 L=0:PCLS

Clearing the air...

Timothy McIlwee of Dundee, Illinois discovered that the end-of-BASIC pointer was not modified after last month's Deleter was run on a program of his. This made it seem as if no memory had been saved. However, he suggests typing CLEAR<enter> immediately after running Deleter (this resets the pointer).

"How did he do that" department...

Let's get right to the point - we cheated in order to get Space Ace on disk. We used a program called Disk Loader by Stuart Hawkinson (6695 S.W. 203rd Ct., Aloha, OR 97007 (503) 642-9146 or (503) 641-3151 ext. 642 - \$13.95) which will EASILY transfer most 16k machine language programs from tape to disk and allow you to run them from disk. What, me work?

Who's counting...

You may notice something different on the cassette label this month. The numbers are funny. No, it's not a joke but a realization that most of you have CCR-81 recorders. So the numbers on the cassette now correspond to the counter on the CCR-81 (the CTR-80 values will still be listed at the beginning of these sheets). Note: As a bonus this month, we've included a Counter Conversion Chart (contributed by Charles W. Evans of Sun City, Arizona) for the three main R/S recorders (CTR-41, CTR-80, and CCR-81).

But will it write these sheets for me...

Mark Carter in Australia relayed the following trick discovered by his friend, Lindsay Brown: If you have a Scribes ROM PAC and the 64k modification, there is hope. Dump the ROM PAC to tape. (I believe that CSAVEM SCRIPSIT,&HC000,&HFEFF,&HC000 should do it, but I'm not sure). Then load the tape in and type the following:

POKE50732,159:POKE50733,255:EXEC<enter>

Now when you press the CLEAR MEMORY command and go to enter text, you'll have 39000 bytes of usable memory.

That's more than I'll ever write,

=====

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=====

ed.

Dave

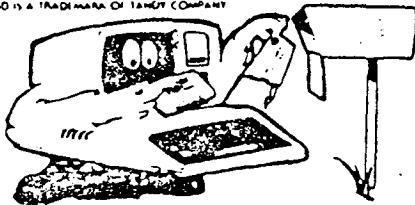
Cassette Counter Conversion Chart
(Thanks to Charles W. Evans)

Units				Units				Units				Units				Units			
Minutes	CTR-41	CTR-80	CCR-81	Minutes	CTR-41	CTR-80	CCR-81	Minutes	CTR-41	CTR-80	CCR-81	Minutes	CTR-41	CTR-80	CCR-81	Minutes	CTR-41	CTR-80	CCR-81
	C-60	C-30	C-20		C-60	C-30	C-20		C-60	C-30	C-20		C-60	C-30	C-20		C-60	C-30	C-20
0.1	4	2	1	4.1	144	85	49	8.1	264	154	100	12.1	370	218	153	214	153	214	153
0.2	8	5	2	4.2	147	87	50	8.2	267	157	101	12.2	372	219	157	216	157	216	157
0.3	12	7	4	4.3	150	89	51	8.3	270	159	103	12.3	375	221	158	218	158	218	158
0.4	16	9	5	4.4	154	91	52	8.4	273	161	104	12.4	377	222	160	220	160	220	160
0.5	20	12	6	4.5	157	92	53	8.5	275	162	106	12.5	379	224	161	222	161	222	161
0.6	24	14	7	4.6	160	94	55	8.6	278	164	107	12.6	382	225	163	223	163	223	163
0.7	28	16	8	4.7	163	96	56	8.7	281	165	108	12.7	384	226	164	224	164	224	164
0.8	31	19	9	4.8	166	98	57	8.8	284	167	110	12.8	387	228	166	225	166	225	166
0.9	35	21	11	4.9	170	100	59	8.9	286	169	111	12.9	389	229	167	226	167	226	167
1.0	39	23	12	5.0	173	102	60	9.0	289	171	112	13.0	392	231	168	227	168	227	168
1.1	43	25	13	5.1	176	104	61	9.1	292	172	114	13.1	394	232	170	228	170	228	170
1.2	47	27	14	5.2	179	105	62	9.2	294	173	115	13.2	397	234	171	229	171	229	171
1.3	50	30	15	5.3	182	107	64	9.3	297	175	116	13.3	399	235	173	230	173	230	173
1.4	54	32	17	5.4	185	109	65	9.4	300	177	118	13.4	401	236	174	231	174	231	174
1.5	58	34	18	5.5	188	111	66	9.5	302	178	119	13.5	404	238	176	232	176	232	176
1.6	61	36	19	5.6	191	113	68	9.6	305	180	120	13.6	406	239	177	233	177	233	177
1.7	65	38	20	5.7	194	114	69	9.7	308	181	122	13.7	409	241	179	234	179	234	179
1.8	69	40	22	5.8	197	116	70	9.8	310	183	123	13.8	411	242	180	235	180	235	180
1.9	72	43	23	5.9	200	118	71	9.9	313	184	125	13.9	413	244	182	236	182	236	182
2.0	76	45	24	6.0	203	120	73	10.0	316	186	126	14.0	416	245	183	237	183	237	183
2.1	79	47	25	6.1	206	122	74	10.1	318	188	127	14.1	418	246	185	238	185	238	185
2.2	82	49	26	6.2	209	123	75	10.2	321	189	129	14.2	421	248	186	239	186	239	186
2.3	87	51	28	6.3	212	125	77	10.3	324	191	130	14.3	423	249	188	240	188	240	188
2.4	90	53	29	6.4	215	127	78	10.4	326	192	131	14.4	425	251	189	241	189	241	189
2.5	94	55	30	6.5	218	129	79	10.5	329	194	133	14.5	428	252	191	242	191	242	191
2.6	97	57	31	6.6	221	130	80	10.6	331	195	134	14.6	430	253	192	243	192	243	192
2.7	100	59	32	6.7	224	132	82	10.7	334	197	136	14.7	432	255	194	244	194	244	194
2.8	104	61	34	6.8	227	134	83	10.8	337	198	137	14.8	435	256	195	245	195	245	195
2.9	107	63	35	6.9	230	135	84	10.9	339	200	138	14.9	437	257	197	246	197	246	197
3.0	111	65	36	7.0	233	137	86	11.0	342	201	140	15.0	439	259	198	247	198	247	198
3.1	114	67	37	7.1	236	139	87	11.1	344	203	141	15.1	442	260	200	248	200	248	200
3.2	118	69	39	7.2	239	141	88	11.2	347	204	143	15.2	444	262	201	249	201	249	201
3.3	121	71	40	7.3	242	142	89	11.3	349	206	144	15.3	446	263	203	250	203	250	203
3.4	124	73	41	7.4	244	144	91	11.4	352	207	145	15.4	449	264	204	251	204	251	204
3.5	128	75	42	7.5	247	146	92	11.5	355	209	147	15.5	451	266	206	252	206	252	206
3.6	131	77	44	7.6	250	147	94	11.6	357	210	149	15.6	453	267	207	253	207	253	207
3.7	134	79	45	7.7	253	149	95	11.7	360	212	150	15.7	455	268	209	254	209	254	209
3.8	137	81	46	7.8	256	151	96	11.8	362	213	151	15.8	458	270	211	255	211	255	211
3.9	141	83	47	7.9	259	152	97	11.9	365	215	153	15.9	460	271	212	256	212	256	212
					261	154	99		367	216	154		462	272	214				

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